

SNS-6L-USA



Instruction Booklet

SUPER NINTENDO.
ENTERTAINMENT SYSTEM

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Beldor the maleficent reigned as a despot over the kingdom of Sellech for one thousand years. All was **chaos** and **destruction**. Many knights went on a final crusade to destroy Beldor but none returned. The people united, built energized heroes and imprisoned Beldor's soul. Now, Clovis, corrupt son of the King of Sellech, wants to harness Beldor's power and **conquer** the kingdom. Only you can free the people of Sellech, and keep Clovis from resurrecting the evil power and curses of Beldor.

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Starting the Game

To open the doors to the mystical kingdom of Sellech, insert the "Legend" game pak into your Super NES and turn on the power.

The Seika logo will appear followed by the Title Screen. If you do not press a button within a few seconds, a short demonstration of the game will be presented. Selection of the one or two players mode may be made by pressing "SELECT." Press Start to begin your treacherous adventure.

Game Options

The Option Screen allows you to customize the game to your personal preferences. To select "OPTIONS" in the main menu, use the up and down directions on the control pad to highlight the word and then press "START."

Game Level



This determines the level of difficulty for the game (Easy, Medium, Hard). At higher levels of difficulty you will also be given more chances of continuation as shown:

Easy

4 continuations

Medium

5 continuations

Hard

6 continuations

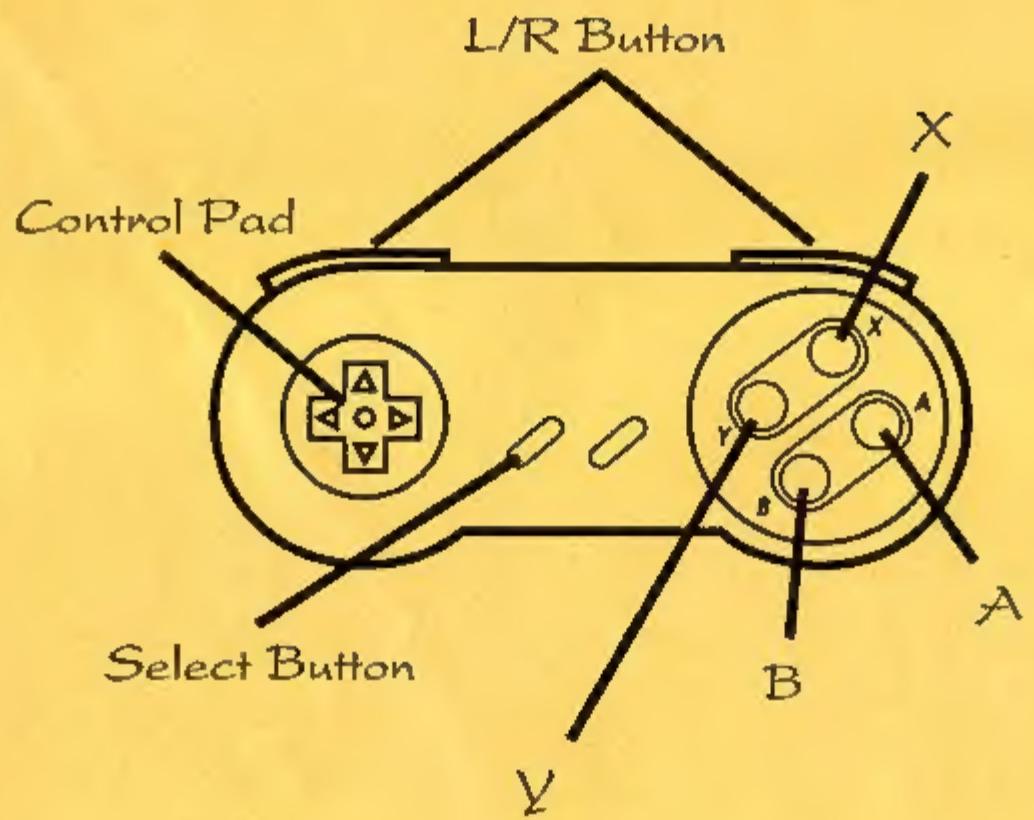
PL1 Color

This option will allow you to choose from three colors for the player knight.

Share Lives

You have been granted the option of having two players battle at the same time during the game. This option is recommended for those who cannot face Clovis' powers alone.

When all options have been selected and you are satisfied with your option set-up, select exit to take you back to the main menu screen and select "Start Legend."



Controls

Select Button: Pauses and unpauses the game

Y Button: Action/Sword

B Button: Jump

X Button: Special Weapon

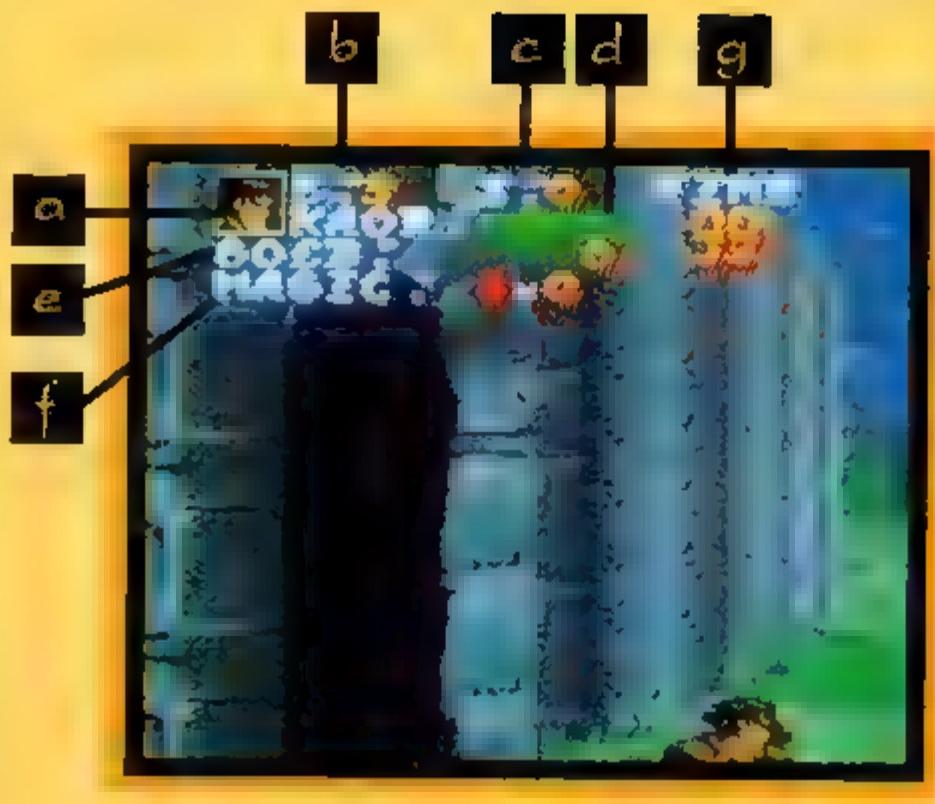
A Button: Magic Spell

L/R Button: Shield

Controls (Combinations)

B + Y: Jump & Swing Sword

B + (Y & Directions): Jump and Kick



Screen Layout

- a. Character's Name
- b. Your Lives - Credit
- c. Extra Force (0 at beginning)
- d. Energy Bar
- e. The Score
- f. Number of Magic Phials collected
- g. Timer



1



2



3

Bonus Items

During your quest, many of the enemies you will be fighting off may lose bonus items from their pockets when they are defeated. These can be picked up by simply walking over them.

Bonus Items:

- (1) Drumstick Adds one point to your energy.
- (2) Gold Bag Gives you fifty points.
- (3) Bread Adds one point to your energy.



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9



10

(4) Magic Phial Two are needed to activate

Magic Spell (maximum of

nine can be collected).

(5) Gold Key Opens Chest in Bonus

Stages.

(6) Gold Coins Gives you fifty score points.

(7) Extra Force Increases your power(up to

three can be collected).

(8) One-Up Extra Life.

(9) Necklace Gives you fifty points.

(10) Apple Adds one point to

your energy.



Gold Coins Bonus Stage



Chest Bonus Stage

Bonus Stage

As a reward for your accomplishments

during the game, two types of Bonus Stages
are offered.

Gold Coins Bonus Stage:

Collect as many gold coins as
quickly as possible.

Chest Bonus Stage

Use the keys you have collected to
open the chests and take
the bonus items in them.

If you feel you are a true, daring warrior
you may skip the Bonus Stage by pressing
"START."

Words
of
Wisdom

- * The enemy is cunning and can quickly surround you, so don't spend too much time in one area.

- * Attacks from behind are frequent. Use of the "reverse hit" will help you avoid such attacks.

- * The enemy is a brute force with no remorse. Collecting all of the bonus items will improve your conquest.

- * Save the Magic Spells for the BIG BOSSSES, for you will definitely need them.

- * Defending yourself is an element of victory. The shield has been given to you to do just that.



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